

Egrs W4 Siswati Learner Assessment (grd3) Fw

Last Updated: 1568978300000

Enumerator Name

Date and Time of assessment

Enumerator Help:
Student Dialog:
DateTime

Learner Information

Enumerator Help:

Be sure to check the learner information against official school records and with teachers before beginning the assessment.

Student Dialog:

Be sure to check the learner information against official school records and with teachers before beginning the assessment.

Prompt	Unique Learner ID		
Name	lnr_Id		
Hint	Must be in UPPERCASE		
Type	open		
Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	Label	Value	

Prompt	School EMIS Number
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Name	EMIS_Id		
Hint	EMIS must start with 8000		
Type	open		
Skip Logic			
Skippable	false		
Custom Validation Code	@answer > 8000000000 and @answer < 9000000000		
Custom Validation Message	Enter number starting with 8000		
Action on Display			
Options	<table border="1"> <tr> <td>Label</td> <td>Value</td> </tr> </table>	Label	Value
Label	Value		

Prompt	School Name		
Name	sch_name		
Hint			
Type	open		
Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	<table border="1"> <tr> <td>Label</td> <td>Value</td> </tr> </table>	Label	Value
Label	Value		

Prompt	Learner Name		
Name	lnr_name		
Hint			
Type	open		
Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	<table border="1"> <tr> <td>Label</td> <td>Value</td> </tr> </table>	Label	Value
Label	Value		

Prompt	Learner Surname
Name	lnr_surname

Hint			
Type	open		
Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	<table><tr><td>Label</td><td>Value</td></tr></table>	Label	Value
Label	Value		

Prompt	Learner Age		
Name	lnr_age		
Hint			
Type	open		
Skip Logic			
Skippable	false		
Custom Validation Code	@answer > 0 and @answer < 100		
Custom Validation Message	Write the number		
Action on Display			
Options	<table><tr><td>Label</td><td>Value</td></tr></table>	Label	Value
Label	Value		

Prompt	Learner Sex						
Name	lnr_sex						
Hint							
Type	single						
Skip Logic							
Skippable	false						
Custom Validation Code							
Custom Validation Message							
Action on Display							
Options	<table><tr><td>Label</td><td>Value</td></tr><tr><td>male</td><td>1</td></tr><tr><td>female</td><td>0</td></tr></table>	Label	Value	male	1	female	0
Label	Value						
male	1						
female	0						

Prompt	Learner Grade
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Name	lnr_grade	
Hint		
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Grade 1	1
	Grade 2	2
	Grade 3	3
	Grade 4	4

Prompt	What language do you speak most often at home?	
Name	lnr_hl	
Hint	Please ask the learner which language they speak most often at home.	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	isiZulu	1
	Siswati	2
	English	3
	Sesotho	4
	Language of neighbour country	5
	Other	98

Prompt	Teacher Name
Name	tchr_name
Hint	
Type	open

Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	<table border="1"> <tr> <td>Label</td> <td>Value</td> </tr> </table>	Label	Value
Label	Value		

Prompt	Teacher Surname		
Name	tchr_surname		
Hint			
Type	open		
Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	<table border="1"> <tr> <td>Label</td> <td>Value</td> </tr> </table>	Label	Value
Label	Value		

Task 1: Rapid Letter Naming (RAN)

Enumerator Help:

Place chart 1.1. in front of the learner.

Now I want to see how fast you can say the sounds of these letters (*wave over the chart*) before the time runs out. Lets make sure you know the sounds these letters make.

Place your finger on each letter and say What sound does this letter make in isiZulu/Siswati?

*If correct: **Yes, that is correct.***

*If wrong or no response: **This letter is [letter sound].** Make sure the child knows all letters before you move on.*

*Show chart 1.2. **I am going to ask you to say the sounds for these letters on this chart as fast as you can. Start here** (*point to upper left corner*) **and carry on saying the sounds across the row, and when you are finished the row, go to the next one** (*show with your finger how they should read from left to right and then go to the next row*). **Do you understand?***

Cover the learner page with the examples sheet for 5 seconds. Please start saying the sounds of these letters as *fast* as you can when I say “start”.

Are you ready?

Start. [uncover the page]

Start timer (20 sec) when child sounds the first letter. Capture remaining time if necessary.

Student Dialog:

Place chart 1.1. in front of the learner.

Nyalo ngifuna kubona kutsi ushesha kanganani kusho lemisindvo yaletinhlavu (wave over the chart) **ngembi kwekuphela kwesikhatsi. Asicinisekise kutsi uyayati imisindvo leyentiwa nguletinhlavu.**

Place your finger on each object and say Ngumuphi umsindvo lowentiwa nguloluhlavu eSiswatini?

If correct: **Yebo, kunjalo.**

If wrong or no response: **Loluhlavu ngu** [luhlavu lwemsindvo]. Make sure the child knows all letters before you move on.

Show chart 1.2. **Ngitakucela usho imisindvo yaletinhlavu kulelishadi ngekushesha. Cala la** (point to upper left corner) **bese uchubeka usho yonkhe imisindvo emgceni, nasewucedzile kuloyomugca chubekela kulolandzelako** (show with your finger how they should read from left to right and then go to the next row). **Uyevisisa yini?**

Cover the learner page with the examples sheet for 5 seconds. **Cala ngekusho emagama aletintfo ngekushesha nangitsi “cala”.**

Sewulungile yini?

Cala. [uncover the page]

Start timer (20 sec) when child sounds the first letter.

Properties:

autostop	0
captureAfterSeconds	0
captureItemAtTime	false
columns	9
endOfLine	false
fontSize	small
layoutMode	fixed
order	2

randomize false
timer 20
variableName task_1

Items:
o, t, a, e, b, l, t, o, l, b, a, e, l, b, t, a, e, o, t, b, l, o, e, a, t, l, e, b, a, o, e, l, b, o, t, a

Task 2: Siswati Letter Sound Recognition

Enumerator Help:

Place chart 2 in front of the learner

I am going to ask you to read some isiZulu/Siswati letters to me. Please tell me what sound each letter makes. Please read as many letters as you can from left to right, such as in this example (show example). I will tell you when to stop.

Are you ready?

Begin.

Start timer when you say start.

Student Dialog:

Place chart 2 in front of the learner

Ngitakucela ungifundzele tinhlavu letitsite teSiswati. Ngitjele kutsi luhlavu ngalunye lwenta muphi umsindvo. Fundza tinhlavu letinyenti kusukela kusancele kuya kusekudla njengakulesibonelo (show example). Ngitakutjela kutsi ume.

Sewulungile yini?

Cala.

Start timer when you say start.

Properties:
autostop 0
captureAfterSeconds 0
captureItemAtTime false
columns 10
endOfLine false
fontSize small

layoutMode	fixed
order	3
randomize	false
timer	60
variableName	task_2

Items:
m, l, h, g, S, y, Z, W, p, e, L, k, T, D, b, a, c, o, n, ng, i, b, th, M, U, sh, j, dl, K, u, g, O, B, kh, l, f, hl, M, s, kw, S, N, ph, B, p, v, k, a, E, D, u, A, t, P, f, sh, h, e, a, t, dw, G, H, B, S, l, g, m, i, j, B, dl, o, m, A, N, E, Y, p, t, g, K, B, ny, y, bh, Z, V, D, nc, f, s, ng, a, z, p, C, th, G, sw, V, ncw, c, h, nhl, g, sh, y, kh, t

Task 3.1: Siswati Oral Reading Fluency

Enumerator Help:

Place chart 3 in front of the learner.

I am going to ask you to read a story to me out loud. Read as best you can. I will ask you some questions when you are finished reading so make sure to remember what you read.

This story is called “Stone Soup”

Are you ready to read the story to me out loud? I will tell you when to stop reading.

Start.

Start timer when you say start.

Capture the last word attempted at the 1-minute mark, but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Student Dialog:

Place chart 3 in front of the learner

Ngitakucela ungifundzele indzaba ngekuphimisela. Fundza ngekwelikhono lakho. Ngitakubuta imibuto letsite nasewucedzile kufundza ngaloko cinisekisa kutsi uyakukhumbula lokufundzile.

Lena yindzaba letsi “Lisobho Lematje”

Sewukulungele yini kungifundzela indzaba ngekuphimisela? Ngitakutjela kutsi ume.

Cala.

Start timer when you say start.

Capture the last word attempted at the 1-minute mark (i.e. at 120 seconds), but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Properties:

autostop	0
captureAfterSeconds	60
captureItemAtTime	true
columns	5
endOfLine	false
fontSize	small
layoutMode	fixed
order	4
randomize	false
timer	180
variableName	task_3_1

Items:

Kunesihambi, lesilambile., Sahamba, sicela, emitini, yebantfu., Bantfu, bebete, kudla., Sihambi, satfola, lisu., Sihambi, satfola, libhodo., Satsatsa, ematje, sawafaka, ebhodweni., Satsela, emanti., Sabasa, umlilo,, sabeka, libhodo, etiko., Sema, salindza, libhodo, labila., Kwefika, intfombatane, yacela, kwati, kutsi, siphekani, sihambi, etiko., “Ngipheka, lisobho, lelimnandzi, lematje., Kodvwa, kumele, ngilifake, intfo, letsite, kute, linongeke,”, kusho, sihambi., “Ngineticadze, mine,”, watinika, sihambi., Satifaka, ebhodweni.

Task 3.2: Siswati ORF Text Comprehension

Enumerator Help:

- Ask only questions up to where the learner read.
 - Allow the learner to look back for the answers during the comprehension questions.
 - There is no time limit for the comprehension.
- Student Dialog:
- Ask only questions up to where the learner read.
 - Allow the learner to look back for the answers during the comprehension questions.
 - There is no time limit for the comprehension.

Prompt	1. Ngubani bekalambile?
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Name	task_3_2_a	
Hint	Imphendvulo: Sihambi.	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Incorrect	0
	Non response	99

Prompt	2. Yini lentfo bebanganayo bantfu?	
Name	task_3_2_b	
Hint	Imphendvulo: Bebeta kudla.	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Prompt	3. Sentani sihambi ngematje?	
Name	task_3_2_c	
Hint	Imphendvulo: Sawafaka ebhodweni/ Siyapheka/Isopho	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		

Action on Display		
Options	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Prompt	4. Nguyiphi lenye intfo leyentiwa sihambi?	
Name	task_3_2_d	
Hint	Imphendvulo: Satsela emanti ebhodweni OR sabasa umlilo OR sabeka libhodo etiko.	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Prompt	5. Besimeleni sihambi edvute nelibhodo?	
Name	task_3_2_e	
Hint	Imphendvulo: Besilindze kutsi libile libhodo.	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Task 4: English Word Recognition

Enumerator Help:

Place chart 4.1 in front of the learner.

Look at these English words. *(Point to the words provided on the sheet).* **I would like you to look at them and tell me the word. Let's start with an example: [examples]. Now here are some more words. I'd like you to start here,** *(point to the first word on the chart)* **and move across the page.** *(Point across the page from left to right.)*

Now place *chart 4.2* in front of the learner.

When I say, 'Begin', read the words as best as you can. Point to each word as you read it. If you don't know the word go to the next word.

Are you ready?

Begin.

Start timer (1 min) when you say start.

Student Dialog:

Place chart 4.1 in front of the learner.

Buka lamagama ngesiNgisi. *(Point to the words provided on the sheet).* **Ngifuna kutsi uwabuke bese usho ligama. Asicale ngesibonelo: [examples]. Nawa lamanye emagama. Ngifuna ucale la,** *(point to the first word on the chart)* **bese uvundla nelikhasi.** *(Point across the page from left to right.)*

Now place *chart 4.2* in front of the learner.

Nangitsi, 'Cala', fundza emagama ngendlela lotawukhona ngayo. Khomba ligama ngalinye ngesikhatsi ulifundza. Nangabe awulati kahle linga kuliphimisa. Yani kuleli landze lako.

Sewulungile yini?

Cala.

Start timer (1 min) when you say start.

Properties:

autostop 0

captureAfterSeconds 0

captureItemAtTime false

columns	8
endOfLine	false
fontSize	small
layoutMode	fixed
order	6
randomize	false
timer	60
variableName	task_4

Items:

it, be, do, of, we, to, she, was, but, did, eat, got, once, you, day, girl, the, are, boat, some, here, within, then, came, went, have, heat, away, from, their, white, what, near, colour, shape, ideas, which, when, these, drum, square, said, little, there, knee, things, other, answer, water, enough, pictures, carry, wheels, straight, giraffe, bright, mother, people, through, jackal, quickly, hungry, together, kitchen, uncle, thought, earth, oxygen, twisted, complete, heavy, beautiful, giant, different, autumn, general, electricity, surprise, newspaper, multiply, tongue, laugh, morning, ground, knowledge, favourite, environment, journey, reverse, summarise, muscles, energy, triangle, paragraph, character, weight, identify, amount, length, subtract, temperature, measure, thousand, volcano

Task 5.1: English Oral Reading Fluency

Enumerator Help:

Place chart 5 in front of the learner

I am going to ask you to read a story to me out loud. This is a story written in English so I will ask you to read it in English to me. Read as best you can. I will ask you some questions when you are finished reading so make sure to follow the story while you read. I will tell you when to stop reading.

This story is called “How the elephant got its trunk”

Are you ready to read the story to me out loud?

Start. *(Start from first word of story, not title)*

Start timer when you say start.

Capture the last word attempted at the 1-minute mark, but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Student Dialog:

Place chart 5 in front of the learner

Ngitakucela ungifundzele lendzaba ngekuphimisela. Lena yindzaba lebhhalwe ngesiNgisi ngako ngitakucela kutsi ungifundzele yona ngesiNgisi. Fundza ngekwelikhono lakho. Ngitakubuta imibuto letsite nasewucedzile kufundza ngako cinisekisa kutsi uyayivisisa indzaba ngesikhatsi ufndza. Ngitakutjela kutsi uyekele nini kufundza.

Lena yindzaba letsi “How the elephant got its trunk”

Sewukulungele yini kungifundzela indzaba ngekuphimisela?

Cala. (Start from first word of story, not title)

Start timer when you say start.

Capture the last word attempted at the 1-minute mark (i.e. at 120 seconds), but allow the child to continue reading for a further 2 minutes (i.e. 3 minutes in total).

Properties:	
autostop	0
captureAfterSeconds	60
captureItemAtTime	true
columns	5
endOfLine	false
fontSize	small
layoutMode	fixed
order	7
randomize	false
timer	180
variableName	task_5_1

Items:
In, times, long, ago,, elephants, had, short, noses., One, day, Bubu,, the, baby, elephant,, went, for, a, walk, through, the, forest., He, always, wanted, to, know, things,, so, he, asked, lots, of, questions., He, walked, to, the, bank, of, a, river., He, had, never, seen, a, crocodile, before., “Hello,, Mr, Crocodile., What, do, you, like, to, eat?”, Bubu, asked, politely., The, crocodile, grabbed, the, little, elephant, by, his, nose, and, pulled, hard., But, Bubu, fought, back, by, spreading, out, his, legs, and, pulling, back., At, each, pull, his, nose, grew, longer, and, longer., At, last, the, crocodile, let, go, of, the, nose, and, swam, away., Instead, of, his, short, nose,, Bubu, now, had, a, long, trunk., He, could, do, all, kinds, of, new, things, with, it!

Task 5.2: English ORF Comprehension

Enumerator Help:

NB: Allow the child to look back for the answers during the comprehension questions.

Student Dialog:

Remember: *Allow the child to look back for the answers during the comprehension questions.*

Prompt	1. Long ago, did elephants have long or short noses?	
Name	task_5_2_a	
Hint	Answer: short noses	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	2. In this story, what is the name of the elephant?	
Name	task_5_2_b	
Hint	Answer: Bubu	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Incorrect	0
	No response	99

Prompt	3. Where did Bubu, the elephant, go for a walk?	
Name	task_5_2_c	
Hint	Answer: through the forest OR by the river (bank)	

Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	4. Who did Bubu talk to at the river?	
Name	task_5_2_e	
Hint	Answer: He spoke to a crocodile OR Mr crocodile	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	5. Why did the crocodile grab Bubu's nose?	
Name	task_5_2_f	
Hint	Answer: He wanted to pull him into the river to eat him	
Type	single	
Skip Logic		
Skippable	false	

Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Task 6: Tell Me - English Expressive Vocab

Enumerator Help:

Show chart 6.1 and 6.2. to the learner.

I am now going to ask you to tell me the English word for things in this picture. I will point to something in the picture and I would like you to tell me what it is called in English.

First let us do an example. What do you call this in English? (point to the star)

If correct: **correct.**

If incorrect: **That’s not right. In English we call this: star**

Now it is your turn.

What do we call this in English? (*repeat this instruction for each item while pointing at the correct picture*)

Student Dialog:

Show chart 6.1 and 6.2. to the learner.

Nyalo ngitakucela unginike emagama ngesiNgisi aletintfo letisesitfombeni. Ngitawukhomba lokutsite esitfombeni bese ungitjela kutsi kubitwani ngesiNgisi.

Asicale ngekwenta sibonelo. Kubitwani loku ngesiNgisi? (point to the star)

If correct: **kunjalo.**

If incorrect: **Akusinjalo. Loku ngesiNgisi sikubita: star**

Sekusikhatsi sakho nyalo.

Sikubitani loku ngesiNgisi? *(repeat this instruction for each item while pointing at the correct picture)*

Prompt	1. Kubitwani loku ngesiNgisi? (Point to Pig)	
Name	task_6_a	
Hint	Answer: pig / piggy / piglet	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	2. Kubitwani loku ngesiNgisi? (Point to Plane)	
Name	task_6_b	
Hint	Answer: aeroplane / plane / jet	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		

Options	Label	Value
	Correct	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	3. Kubitwani loku ngesiNgisi? (Point to Fire)	
Name	task_6_c	
Hint	Answer: Fire	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	4. Kubitwani loku ngesiNgisi? (Point to Flower)	
Name	task_6_d	
Hint	Answer: Flower OR daisy	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		

Options	Label	Value
	Correct	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	5. Ingabe lo muntfu utivanjani? (Point to Smiling Face)	
Name	task_6_e	
Hint	Answer: Happy OR smiling OR excited	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	6. Kubitwani loku ngesiNgisi? (Point to Tortoise)	
Name	task_6_f	
Hint	Answer: tortoise OR turtle	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		

Options	Label	Value
	Correct	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Task 7: Answer Me - English Listening Comprehension

Enumerator Help:

Place Chart 7 infront of the learner. Point to the picture first before starting the story.

I am going to tell you a short story now in English and then afterwards I will ask you some questions. Please listen carefully, I am going to I will first read the whole story to you, then I will read it sentence by sentence and ask you a question after each sentence. Please answer me in English.

Read the story once with expression. Thereafter read it sentence by sentence, pause briefly after each sentence then ask *questions in English. Learners may respond in HL but then prompt them to answer in English.*

Student Dialog:

Place Chart 7 infront of the learner. Point to the picture first before starting the story.

Nyalo ngitakutekela indzaba lemfishane ngesiNgisi emva kwaloko ngikubute imibuto. Ngitakufundzela loku lokulandzelako kanye kuphela, bese ngibuta imibuto.

Read: In the morning Sipho and Buli ran to school in the rain. At school they took off their wet shoes and socks. After school they played in the mud. When they got home their Mother made them wash.

Phendvula ngesiNgisi kuphela.

Ask questions in English. Learners may respond in HL but then prompt them to answer in English.

Prompt	In the morning Sipho and Buli ran to school in the rain.
Name	task_7_a
Hint	Question 1: Where did Sipho and Buli go in the morning? Answer: school
Type	single
Skip Logic	
Skippable	false

Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	At school they took off their wet shoes and socks.	
Name	task_7_b	
Hint	Question 2: Why did they take their shoes and socks off? Answer: They were wet OR dirty OR muddy.	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	After school they played in the mud.	
Name	task_7_c	
Hint	Question 3: When did they play in the mud? Answer: After school	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		

Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Prompt	When they got home their Mother made them wash.	
Name	task_7_d	
Hint	Question 4: Why did their mother make them wash? Answer: They were dirty/ full of mud/ wet	
Type	single	
Skip Logic		
Skippable	false	
Custom Validation Code		
Custom Validation Message		
Action on Display		
Options	Label	Value
	Correct in English	1
	Correct in Siswati then English	2
	Correct in Siswati only	3
	Incorrect	0
	No response	99

Task 8: Further Learner Information

Enumerator Help:

Student Dialog:

Prompt	1. Learner wears glasses/ spectacles
Name	task_8_a
Hint	
Type	single
Skip Logic	

Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	Label	Value	
	Yes	1	
	No	0	

Prompt	2. Learner seems to struggle to hear		
Name	task_8_b		
Hint			
Type	single		
Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	Label	Value	
	Yes	1	
	No	0	

Prompt	3. Learner seems to struggle to see		
Name	task_8_c		
Hint			
Type	single		
Skip Logic			
Skippable	false		
Custom Validation Code			
Custom Validation Message			
Action on Display			
Options	Label	Value	
	Yes	1	
	No	0	

Prompt	4. Learner seems to struggle to speak in any language							
Name	task_8_d							
Hint								
Type	single							
Skip Logic								
Skippable	false							
Custom Validation Code								
Custom Validation Message								
Action on Display	<div></div>							
Options	<table><tr><th>Label</th><th>Value</th></tr><tr><td>Yes</td><td>1</td></tr><tr><td>No</td><td>0</td></tr></table>		Label	Value	Yes	1	No	0
Label	Value							
Yes	1							
No	0							

Prompt	5. Learner seemed distracted very easily							
Name	task_8_e							
Hint								
Type	single							
Skip Logic								
Skippable	false							
Custom Validation Code								
Custom Validation Message								
Action on Display	<div></div>							
Options	<table><tr><th>Label</th><th>Value</th></tr><tr><td>Yes</td><td>1</td></tr><tr><td>No</td><td>0</td></tr></table>		Label	Value	Yes	1	No	0
Label	Value							
Yes	1							
No	0							

Prompt	6. Learner was unusually emotional
Name	task_8_f
Hint	e.g. crying, scared, angry
Type	single
Skip Logic	
Skippable	false
Custom Validation Code	
Custom Validation Message	

Action on Display		
Options	Label	Value
	Yes	1
	No	0
